

Amendments to the Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-26 (Canceled).

27. (currently amended) ~~A method of verifying the authenticity of a process stored in RAM of a gaming machine having a master gaming processor for executing said process, the method comprising:~~

~~identifying one or more processes scheduled for execution on the gaming machine RAM;~~
~~selecting a first process of the one or more processes for verification;~~
~~identifying a first identifier and current RAM location of the selected first process;~~
~~identifying a first portion of the process that does not change during execution of the process;~~

~~identifying one or more gaming software programs stored on one or more file storage devices, wherein the one or more gaming software programs each have an associated identifier which is substantially the same as the first identifier;~~

~~selecting for inspection a first gaming software program from the one or more identified gaming software programs, wherein the selected first gaming software program includes a second portion of executable code;~~

~~performing a comparison of the first portion of the process and the selected first gaming software program in order to determine whether the selected first gaming software program includes the first portion of the selected first process; and~~

~~generating a notification if it is determined that none of the identified one or more gaming software programs includes the first portion of the selected first process.~~

A method of verifying the authenticity of a process stored in RAM of a gaming machine having a master gaming processor for executing said process, the method comprising:

identifying one or more processes scheduled for execution on the gaming machine RAM;
selecting a first process of the one or more processes for verification;
determining a first identifier associated with the selected first process;

identifying a first portion code of the first process that does not change during execution of the first process, the first portion of code comprising a first portion of bits;

identifying, using the first identifier, one or more gaming software programs stored at one or more one file storage devices, wherein each of the one or more gaming software programs has associated therewith a respective identifier which matches the first identifier;

performing verification analysis of the first process to determine whether any of the identified one or more gaming software programs includes code which matches the first portion of code of the selected first process;

wherein the verification analysis includes identifying one or more portions of code associated with at least one of the identified one or more gaming software programs, wherein none of the identified one or more portions of code changes during execution of the at least one of the identified one or more gaming software programs, each of the identified one or more portions of code having associated therewith a respective portion of bits;

wherein the verification analysis further includes comparing bits of the first portion of code and bits of the identified one or more portions of code to determine whether any portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code; and

generating an error event if it is determined that none of the compared portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code.

28. (previously presented) The method of claim 27 further comprising:

parsing the selected first gaming software program to distinguish between portions of the selected first gaming software program which do not change during execution of the gaming software program and portions of the selected first gaming software program which do change during execution of the gaming software program.

29. (currently amended) The method of claim 27 further comprising:

parsing the selected first process to distinguish between portions of the first process which do not change during execution of the first process and portions of the first process which do change during execution of the first process.

30. (previously presented) The method of claim 27 wherein the first portion of the selected first process includes a first portion of executable code relating to the selected first process.

31. (currently amended) The method of claim 27 wherein the comparison of the first portion of the first process and the selected first gaming software program includes:

comparing the first portion of the first process and the second portion of executable code in order to determine whether the second portion of executable code includes the first portion of the selected first process.

32. (currently amended) The method of claim 27:

wherein the first portion of the selected first process includes a first portion of executable code relating to the selected first process; and

wherein the comparison of the first portion of the first process and the selected first gaming software program includes comparing the first portion of executable code and the second portion of executable code in order to determine whether the second portion of executable code includes the first portion of executable code.

33. (currently amended) The method of claim 27 ~~wherein the comparison of the first portion of the first process and the selected first gaming software program includes:~~

wherein the comparing of bits of the first portion of executable code and bits of the second portion of executable code includes performing a byte-comparison of the first portion of the first process and the selected first gaming software program ~~in order to determine whether the selected first gaming software program includes the first portion of the selected first process.~~

34. (cancelled).

35. (currently amended) The method of claim 27, wherein the one or more gaming software programs are certified for execution on the gaming machine in one or more gaming jurisdictions by a regulatory entity within each of the gaming jurisdictions.

36. (previously presented) The method of claim 27, further comprising:
controlling a wager-based game played on the gaming machine.

37. (previously presented) The method of claim 36, wherein the wager-based game corresponds to a game selected from a group consisting of:

a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video card game, a video bingo game, a video keno game and a video pachinko game.

38. (previously presented) The method of claim 27, wherein the one or more file storage devices include at least storage device selected from a group consisting of: a local file storage devices located at the gaming machine, and a remote file storage device located at a remote system.

39. (previously presented) The method of claim 27, further comprising:
shutting down the gaming machine if it is determined that none of the identified one or more gaming software programs includes the first portion of the selected first process.

40. (currently amended) The method of claim 27, wherein ~~the~~ a list of the one or more processes scheduled for execution on the gaming machine RAM is provided by an operating system.

41. (currently amended) ~~A method of verifying the authenticity of a first gaming software program stored in RAM of a gaming device associated with a gaming machine, said gaming device having a gaming controller for executing said first gaming software program, the method comprising:~~

~~identifying the first gaming software program as currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;~~

~~identifying a second gaming software program stored on a file storage device, wherein the second gaming software includes a second portion of executable code stored on the file storage device; and~~

~~verifying an authenticity of the first gaming software program by comparing the first portion of executable code to the second portion of executable code.~~

A method of verifying the authenticity of gaming software stored in RAM of a gaming device, said gaming device having a gaming controller for executing gaming software programs at the gaming device, the method comprising:

identifying a first gaming software program currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;

determining a first identifier associated with the selected first portion of executable code;

identifying, using the first identifier, a second gaming software program stored on a file storage device, wherein the second gaming software program has associated therewith an identifier which matches the first identifier, and wherein the second gaming software program includes a second portion of executable code;

verifying an authenticity of the first gaming software program, wherein verification of the authenticity of the first gaming software program includes comparing bits of the first portion of executable code to bits of the second portion of executable code, and determining whether any portion of the second portion of executable code matches the first portion of executable code;
and

generating an error event if it is determined that no compared portion of the second portion of executable code matches the first portion of executable code.

42. (previously presented) The method of claim 41 further comprising:

parsing the first gaming software program to distinguish between portions of the first gaming software program which do not change during execution of the first gaming software program and portions of the first gaming software program which do change during execution of the first gaming software program.

43. (previously presented) The method of claim 41 further comprising:

parsing the second gaming software program to distinguish between portions of the second gaming software program which do not change during execution of the second gaming software program and portions of the second gaming software program which do change during execution of the second gaming software program.

44. (cancelled).

45. (currently amended) The method of claim 41 ~~wherein the comparison of the first portion of executable code to the second portion of executable code includes:~~

wherein the comparing of bits of the first portion of executable code to bits of the second portion of executable code includes comparing bytes of the first portion of executable code to bytes of the second portion of executable code;~~and~~

~~determining whether the second portion of executable code includes the first portion of executable code.~~

46. (previously presented) The method of claim 41 wherein the first portion of the gaming software program is a portion of the first gaming software program that does not change during execution of said first gaming software program.

47. (previously presented) The method of claim 41, wherein the gaming device corresponds to a gaming device selected from a group consisting of: a player tracking unit, a player tracking server, a game server, and a hand-held gaming device.

48. (currently amended) A system of verifying the authenticity of a process stored in RAM of a gaming machine having a master gaming processor for executing said process, the system comprising:

at least one processor;

at least one interface; and

memory;

the system being operable to:

~~identify one or more processes scheduled for execution on the gaming machine RAM;~~

~~select a first process of the one or more processes for verification;~~

~~identify a first identifier and current RAM location of the selected first process;~~

~~identify a first portion of the process that does not change during execution of the process;~~

~~identify one or more gaming software programs stored on one or more file storage devices, wherein the one or more gaming software programs each have an associated identifier which is substantially the same as the first identifier;~~

~~select for inspection a first gaming software program from the one or more identified gaming software programs, wherein the selected first gaming software program includes a second portion of executable code;~~

~~perform a comparison of the first portion of the process and the selected first gaming software program in order to determine whether the selected first gaming software program includes the first portion of the selected first process; and~~

~~generate a notification if it is determined that none of the identified one or more gaming software programs includes the first portion of the selected first process.~~

identify one or more processes scheduled for execution on the gaming machine RAM;

select a first process of the one or more processes for verification;

determine a first identifier associated with the selected first process;

identify a first portion code of the first process that does not change during execution of the first process, the first portion of code comprising a first portion of bits;

identify, using the first identifier, one or more gaming software programs stored at one or more one file storage devices, wherein each of the one or more gaming software programs has associated therewith a respective identifier which matches the first identifier;

perform verification analysis of the first process to determine whether any of the identified one or more gaming software programs includes code which matches the first portion of code of the selected first process;

identify one or more portions of code associated with at least one of the identified one or more gaming software programs, wherein none of the identified one or more portions of code changes during execution of the at least one of the identified one or more gaming software programs, each of the identified one or more portions of code having associated therewith a respective portion of bits;

compare bits of the first portion of code and bits of the identified one or more portions of code to determine whether any portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code; and

generate an error event if it is determined that none of the compared portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code.

49. (previously presented) The system of claim 48 being further operable to:

parse the selected first gaming software program to distinguish between portions of the selected first gaming software program which do not change during execution of the gaming software program and portions of the selected first gaming software program which do change during execution of the gaming software program.

50. (currently amended) The system of claim 48 being further operable to:
parse the selected first process to distinguish between portions of the first process which do not change during execution of the first process and portions of the first process which do change during execution of the first process.

51. (previously presented) The system of claim 48 wherein the first portion of the selected first process includes a first portion of executable code relating to the selected first process.

52. (currently amended) The system of claim 48 being further operable to:
compare the first portion of the first process and the second portion of executable code in order to determine whether the second portion of executable code includes the first portion of the selected first process.

53. (previously presented) The system of claim 48 wherein the first portion of the selected first process includes a first portion of executable code relating to the selected first process, the system being further operable to:
compare the first portion of executable code and the second portion of executable code in order to determine whether the second portion of executable code includes the first portion of executable code.

54. (currently amended) The system of claim 48 ~~being further operable to:~~
wherein the comparing of bits of the first portion of executable code to bits of the second portion of executable code includes performing a byte-comparison of the first portion of the first process and the selected first gaming software program ~~in order to determine whether the selected first gaming software program includes the first portion of the selected first process.~~

55. (cancelled).

56. (currently amended) The system of claim 48, wherein the one or more gaming software programs are certified for execution on the gaming machine in one or more gaming jurisdictions by a regulatory entity within each of the gaming jurisdictions.

57. (previously presented) The system of claim 48, being further operable to:

control a wager-based game played on the gaming machine.

58. (previously presented) The system of claim 57, wherein the wager-based game corresponds to a game selected from a group consisting of:

a video slot game, a mechanical slot game, a lottery game, a video poker game, a video black jack game, a video card game, a video bingo game, a video keno game and a video pachinko game.

59. (previously presented) The system of claim 48, wherein the one or more file storage devices include at least storage device selected from a group consisting of: a local file storage devices located at the gaming machine, and a remote file storage device located at a remote system.

60. (previously presented) The system of claim 48, being further operable to:
shut down the gaming machine if it is determined that none of the identified one or more gaming software programs includes the first portion of the selected first process.

61. (currently amended) The system of claim 48, wherein ~~the~~ a list of the one or more processes scheduled for execution on the gaming machine RAM is provided by an operating system.

62. (currently amended) ~~A system of verifying the authenticity of a first gaming software program stored in RAM of a gaming device associated with a gaming machine, said gaming device having a gaming controller for executing said first gaming software program, the system comprising:~~

~~at least one processor;~~

~~at least one interface; and~~

~~memory;~~

~~the system being operable to:~~

~~identify the first gaming software program as currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;~~

~~identify a second gaming software program stored on a file storage device, wherein the second gaming software includes a second portion of executable code stored on the file storage device; and~~

~~verifying an authenticity of the first gaming software program by comparing the first portion of executable code to the second portion of executable code.~~

A system of verifying the authenticity of gaming software stored in RAM of a gaming device, said gaming device having a gaming controller for executing gaming software programs at the gaming device, the system comprising:

at least one processor;

at least one interface; and

memory;

the system being operable to:

identify a first gaming software program currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;

determine a first identifier associated with the selected first portion of executable code;

identify, using the first identifier, a second gaming software program stored on a file storage device, wherein the second gaming software program has associated therewith an identifier which matches the first identifier, and wherein the second gaming software program includes a second portion of executable code;

verify an authenticity of the first gaming software program, wherein verification of the authenticity of the first gaming software program includes comparing bits of the first portion of executable code to bits of the second portion of executable code, and determining whether any portion of the second portion of executable code matches the first portion of executable code;
and

generate an error event if it is determined that no compared portion of the second portion of executable code matches the first portion of executable code.

63. (previously presented) The system of claim 62 being further operable to:

parse the first gaming software program to distinguish between portions of the first gaming software program which do not change during execution of the first gaming software program and portions of the first gaming software program which do change during execution of the first gaming software program.

64. (previously presented) The system of claim 62 being further operable to:
parse the second gaming software program to distinguish between portions of the second gaming software program which do not change during execution of the second gaming software program and portions of the second gaming software program which do change during execution of the second gaming software program.

65. (cancelled).

66. (currently amended) The system of claim 62 ~~being further operable to:~~
wherein the comparing of bits of the first portion of executable code to bits of the second portion of executable code includes comparing ~~compare~~ bytes of the first portion of executable code to bytes of the second portion of executable code; ~~and~~
~~determine whether the second portion of executable code includes the first portion of executable code.~~

67. (previously presented) The system of claim 62 wherein the first portion of the gaming software program is a portion of the first gaming software program that does not change during execution of said first gaming software program.

68. (previously presented) The system of claim 62, wherein the gaming device corresponds to a gaming device selected from a group consisting of: a player tracking unit, a player tracking server, a game server, and a hand-held gaming device.

69. (currently amended) ~~A system of verifying the authenticity of a process stored in RAM of a gaming machine having a master gaming processor for executing said process, the system comprising:~~
~~at least one processor;~~
~~memory;~~
~~means for identifying one or more processes scheduled for execution on the gaming machine RAM;~~
~~means for selecting a first process of the one or more processes for verification;~~
~~means for identifying a first identifier and current RAM location of the selected first process;~~

~~means for identifying a first portion of the process that does not change during execution of the process;~~

~~means for identifying one or more gaming software programs stored on one or more file storage devices, wherein the one or more gaming software programs each have an associated identifier which is substantially the same as the first identifier;~~

~~means for selecting for inspection a first gaming software program from the one or more identified gaming software programs, wherein the selected first gaming software program includes a second portion of executable code;~~

~~means for performing a comparison of the first portion of the process and the selected first gaming software program in order to determine whether the selected first gaming software program includes the first portion of the selected first process; and~~

~~means for generating a notification if it is determined that none of the identified one or more gaming software programs includes the first portion of the selected first process.~~

A system of verifying the authenticity of a process stored in RAM of a gaming machine having a master gaming processor for executing said process, the system comprising:

means for identifying one or more processes scheduled for execution on the gaming machine RAM;

means for selecting a first process of the one or more processes for verification;

means for determining a first identifier associated with the selected first process;

means for identifying a first portion code of the first process that does not change during execution of the first process, the first portion of code comprising a first portion of bits;

means for identifying, using the first identifier, one or more gaming software programs stored at one or more one file storage devices, wherein each of the one or more gaming software programs has associated therewith a respective identifier which matches the first identifier;

means for performing verification analysis of the first process to determine whether any of the identified one or more gaming software programs includes code which matches the first portion of code of the selected first process;

means for identifying one or more portions of code associated with at least one of the identified one or more gaming software programs, wherein none of the identified one or more portions of code changes during execution of the at least one of the identified one or more gaming software programs, each of the identified one or more portions of code having associated therewith a respective portion of bits;

means for comparing bits of the first portion of code and bits of the identified one or more portions of code to determine whether any portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code; and

means for generating an error event if it is determined that none of the compared portion of bits of the identified one or more portions of code matches the first portion of bits of the first portion of code.

70. (cancelled).

71. (currently amended) ~~A system of verifying the authenticity of a first gaming software program stored in RAM of a gaming device associated with a gaming machine, said gaming device having a gaming controller for executing said first gaming software program, the system comprising:~~

~~at least one processor;~~

~~memory;~~

~~means for identifying the first gaming software program as currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;~~

~~means for identifying a second gaming software program stored on a file storage device, wherein the second gaming software includes a second portion of executable code stored on the file storage device; and~~

~~means for verifying an authenticity of the first gaming software program by comparing the first portion of executable code to the second portion of executable code.~~

A system of verifying the authenticity of gaming software stored in RAM of a gaming device, said gaming device having a gaming controller for executing gaming software programs at the gaming device, the system comprising:

means for identifying a first gaming software program currently stored in the gaming device RAM, wherein the first gaming software includes a first portion of executable code stored in the gaming device RAM;

means for determining a first identifier associated with the selected first portion of executable code;

means for identifying, using the first identifier, a second gaming software program stored on a file storage device, wherein the second gaming software program has associated therewith

an identifier which matches the first identifier, and wherein the second gaming software program includes a second portion of executable code;

means for verifying an authenticity of the first gaming software program, including means for comparing bits of the first portion of executable code to bits of the second portion of executable code, and determining whether any portion of the second portion of executable code matches the first portion of executable code; and

means for generating an error event if it is determined that no compared portion of the second portion of executable code matches the first portion of executable code.

72. (cancelled).